27 of the Annotated Code of Maryland (1939 Edition), title "Marrying Unlawfully", said new section to be known as Section 444A and to follow immediately after Section 444 of said Article, and to read as follows:

444A. It shall be unlawful for any person, firm or corporation to construct, erect or maintain billboards or other structures, signs, posters or display advertising of any kind whatsoever, either as separate structures or otherwise, or information booths or any other structures, any one or more of which is intended to aid in the solicitation or performance of marriages. Any person violating the provisions of this section shall, on conviction thereof, be punished by a fine not exceeding One Hundred (\$100) Dollars for the first offense and for the second and each offense thereafter shall be punished by a fine of not exceeding Five Hundred (\$500) Dollars or by imprisonment of not more than one (1) year, or by both.

Sec. 2. And be it further enacted, That this Act shall take effect June 1, 1943.

Approved May 4, 1943.

CHAPTER 533.

(House Bill 454)

AN ACT to repeal and re-enact, with amendments, Section 40 of Article 63 of the Annotated Code of Maryland (1939 Edition), title "Mechanics' Lien", sub-title "Jewelers", changing the sub-title to "Merchandise", relating to lien on articles of merchandise left for repairs or work on and authorizing the sale of such articles under certain conditions.

Section 1. Be it enacted by the General Assembly of Maryland, That Section 40 of Article 63 of the Annotated Code of Maryland (1939 Edition), title "Mechanics' Lien", sub-title "Jewelers", changing the sub-title to "Merchandise", be and it is hereby repealed and re-enacted, with amendments, to read as follows:

40. Upon all articles of merchandise of every kind left or given to artisans, tradesmen, mechanics, laborers or other persons by the owner or by any other person with his authority, express or implied, for repairing, mending, improving, or other work thereon, the said artisans, tradesmen, mechanics,